



☎ 186-2153-3537 (Manager Chen)
177-2131-1324 (Manager Fu)

✉ judao@bsportspace.com
🌐 www.bsportspace.com
📍 Room 702, Building 2, Huayi Building, 2020 West Zhongshan Road, Xuhui District, Shanghai

CRAZY CUBE GAME



PRODUCT CATALOGUE
A Type Of Escape Room Challenge Game

GEN Z / ENTERTAINMENT /
SOCIALITY PLAY / SPORTS / RECREATION
TRENDY PLAY / FITNESS

CORPORATE PROFILE

THE FAMILY SPORTS ENTERTAINMENT LEADER OF LIGHT SPORTS

Shanghai Giant Island Sports and Entertainment Technology was founded in 2016. It is a one-stop light sports and entertainment service provider with positioning planning, brand incubation, project planning, full case design, equipment production and research and development, construction landing, after-sales service, commissioned operation, and financing. Since its establishment, the company has taken light sports as the concept, planning/design as the core driving force, differentiated solutions, high standard production&innovative research and development quality, perfect global supply chain, high completion landing ability, high-quality after-sales service, serving multiple real estate developers, cultural and tourism groups, urban investment companies, entertainment chain brands, etc.

The landing projects cover various types such as light sports and entertainment complexes, sports themed Mall sports parks, digital light sports centers, ice and snow worlds, digital sports, trendy sports and entertainment blocks, family sports and entertainment centers, sports bars, cultural and entertainment industrial parks, sports and cultural tourism, children's themed science and technology museums, outdoor sports camps, outdoor adventure parks, factory renovations, and secret room challenges.



► COMPANY-OPERATED BRANDS

- The sports park of Giant Island Major League
- Crazy Grids Trendy play Square

► JOINTLY OPERATED BRANDS

- Party King Sports Square
- Longxin Sports World

ABOUT US



MANUFACTURING CENTRE



DESIGN



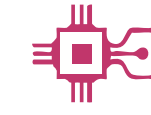
PRODUCTION



SHIPPING



OPERATION



COMMISSIONING



INSTALLATION



WHAT IS CRAZY CUBE

Crazy Cube brings physical activity, interactive technology and teamwork together in a series of challenge rooms. Players test their reflexes, balance and problem-solving skills through a variety of games. Flexible room combinations allow venues to create an experience suited to their space and audience.



STORE RENDERINGS

Customizable according to customer needs



Canada Location

Our Crazy Cube venue in Canada is located in downtown Toronto. The first floor features an arcade gaming area, while the second floor is dedicated to Crazy Cube challenge games.

Covering approximately 300 square meters, the venue offers eight different game types, including the classic Grid Battle, the innovative Laser Challenge, Extreme Chase, and more.

After completing the challenges, players can check their scores, rankings, and overall performance, creating an engaging and competitive experience.

UK Location

Our UK location combines arcade entertainment with the Crazy Cube challenge experience. Featuring a futuristic design, interactive games, and multiple challenge rooms, the venue offers visitors an exciting mix of physical activity, competition, and entertainment. Players can take on different challenges, compete with friends, and track their scores and rankings for a fun and engaging experience.

China Location

Our China location brings the Crazy Cube challenge experience into a modern shopping mall environment, creating a vibrant and engaging entertainment space for families, friends, and young players.

Featuring a bold and colorful design, the venue combines interactive challenge rooms with digital game systems and social areas. Players can take on a variety of fun challenges, compete with friends, and track their scores and rankings after each game.

With its compact and flexible layout, Crazy Cube delivers an exciting combination of active play, interactive technology, and social competition, making it ideal for shopping malls and family entertainment venues.

FIVE VENUE FORMATS

MINI Store

50-60 m², 1-2 game rooms - classic grid of the CrazyCube+other challenge games.
The capacity is small and the queue time is long, which may lead to customer complaints.

Standard Store

100-120 m², 2+game rooms - classic grid challenge game of Crazy Cube+other differentiated games with moderate capacity, high cost-effectiveness when opening a store.

Boutique Store

120-180 m², 4+game rooms - classic grid challenge game of Crazy Cube+other differentiated games, high capacity, high cost-effectiveness when opening a store, can avoid customer complaints caused by long queues.

Flagship Store

320-350 m², 15+game rooms - in addition to the classic grid challenge game of Crazy Cube, various new game spaces have been added, such as Space Comet, Retro Records, Tetris, and Climbing.

SUPER Store

Customized equipment and games for 2000-3000 m² - targeted configuration optimization plan based on site properties.



Fully Closed-loop Intelligent Operations

Operations, Membership, Wristband, and Central Control—four systems in a fully closed-loop setup. Smart wristbands link identity, points, and gameplay, unifying data to ease operations and increase user loyalty.



Modular Product Portfolio

Freely combine multiple game rooms and configure 30+ products. Immersive full-sensory experiences and diverse gameplay fit different customer groups.



PRODUCT INTRODUCTION

30+ GAMES

SPEED RUNNER

No need to wear any equipment, visual tracking technology can convert your every run and jump into game instructions. The rhythm of the game drives dynamic feedback. The audio-visual experience is becoming increasingly explosive.



3-6
Capacity



20-30m²
Recommended
room area





CRAZY SHOTS

The upgraded wall ball-smashing interactive project requires players to hold a small ball and accurately hit specific pattern lights on the wall. Upon successfully striking a pattern light, the corresponding symbol below will clearly appear. Players must find the matching pair among the numerous symbols to make them disappear.



2-4
Capacity



20-30m²
Recommended
room area

PHOTON ARENA

Photon Arena is an immersive active-entertainment game combining digital interaction, physical exercise, and team competition. Players enter an interactive arena, completing missions such as capturing light zones, occupying targets, chasing, dodging, and cooperating with teammates. With real-time scoring, dynamic lighting, sound effects, and multiple game modes, Photon Arena transforms traditional exercise into a highly engaging, social, and technology-driven experience. It is ideal for friends, families, corporate team-building, and competitive events.



6-8
Capacity



20-40m²
Recommended
room area





CRAZY ASYLUM

Players navigate a multi-level padded maze by climbing, crawling, and exploring different routes to find the exit within a limited time. The game challenges physical fitness, reaction speed, and sense of direction.



6
Capacity



30-40m²
Recommended
room area

SLAB CLIFF

Here, you're not fighting alone! Teamwork is the only path to victory — intelligence and strength are just tools. In this stone-slab chamber, the floor keeps rising slowly as you answer questions. It only stops tilting when you get a question right. Support each other, work as one, and climb step by step to the highest platform — that's the ultimate goal.



3-5
Capacity



20-30m²
Recommended
room area





ENERGY QUEST

Players follow on-screen instructions to locate hidden buttons, collect points, and complete timed team missions. Earn enough points to unlock the exit, testing observation, reaction, and teamwork.



2-4
Capacity



25-35m²
Recommended
room area

SPEED ABYSS

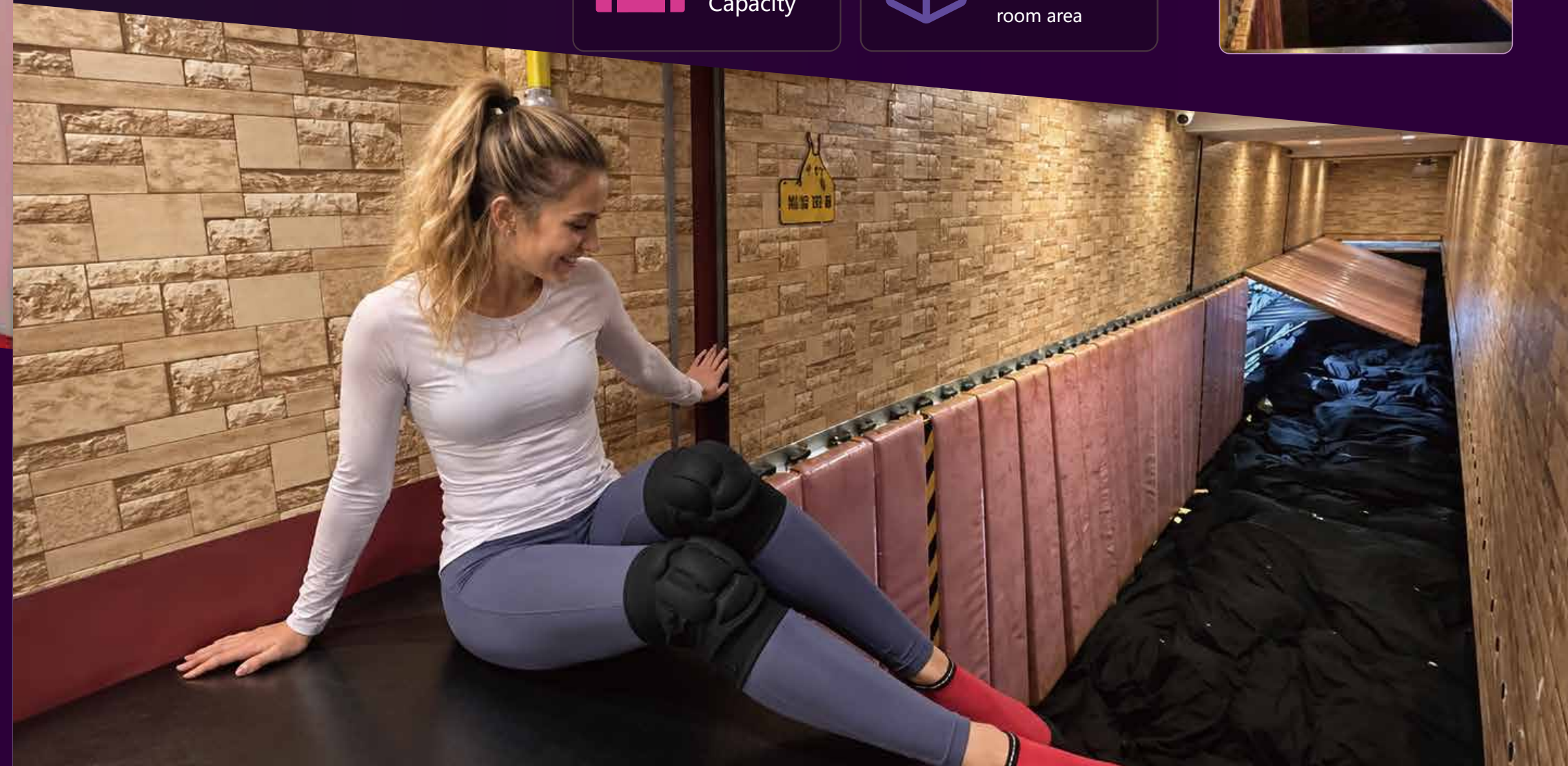
Trust your teammates' judgment, but also trust your own instincts. Combine them to find the right answer. Use your sharp mind to choose correctly — or you'll be knocked into the abyss!



3
Capacity



30-40m²
Recommended
room area



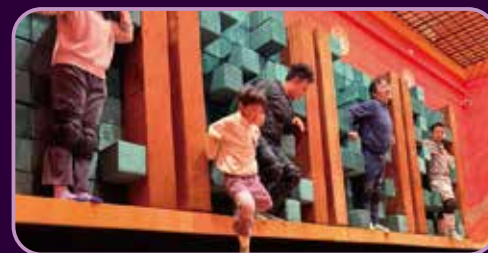


CLIFF ESCAPE

Are you coordinated enough? In this cliff challenge, stone pillars keep pushing out randomly — they only stop when you answer correctly. Strike the right pose to fit through the gaps and survive longer. Round 1: take turns answering. From Round 2 on: pick a teammate to answer. Time to throw each other under the bus!



8
Capacity



20-30m²
Recommended
room area

DISK BALANCE CHALLENGE

A giant stone disk balanced on a single pivot! Every move affects its stability. This chamber tests not individuals, but team coordination. On this unsteady ground, it's all about group synergy. Are you all on the same wavelength?



3-6
Capacity



20-30m²
Recommended
room area





SPACE COMET

The interactive electric current flashing game features an intense pace and high level of challenge. It requires at least two players to participate. During gameplay, the electric current drops randomly, and the speed of the drop increases with higher levels. Players must press the task light before the current reaches the target in order to earn points.

**2-4**
Capacity

**10-15m²**
Recommended room area



TETRIS

Defeat your opponent by clearing lines. The last player standing—without being buried by "garbage lines"—wins. Each line you clear sends 1 garbage row (a useless gray row) to your opponent. The game ends when the blocks stack up to the top.

**2-4**
Capacity

**15-20m²**
Recommended room area



CRAZY CONTROL

This game tests players' ability to be "quick-eyed and nimble-footed." Players must maintain their balance while standing on the control platform and use their body to operate buttons, playing classic mini-games such as Tetris and Pac-Man.

**2-4**
Capacity

**5m²**
Recommended room area



SPACE COMET

"Crimson Tightrope" – Players must carefully traverse to the opposite side without touching any red ropes. This team-based challenge requires perfect coordination—if even one member fails, the entire team must restart.

**2-4**
Capacity

**20-30m²**
Recommended room area



KNOCK OUT

The retractable devices on the wall remain continuously activated, persistently hindering players from completing their tasks. Players must gradually discern the operational patterns of these devices through confrontation, thereby overcoming the obstacles, reaching the endpoint, and ultimately accomplishing the mission objectives.

**2-4**
Capacity

**15m²**
Recommended room area



CROSSING THE BRIDGE

The disc constantly sways from side to side. Players must avoid the swaying disc while crossing a balance beam, which requires agile reflexes and precise anticipation. If a player is knocked off the balance beam by the disc, it signifies failure in the challenge.

**2-4**
Capacity

**10m²**
Recommended room area

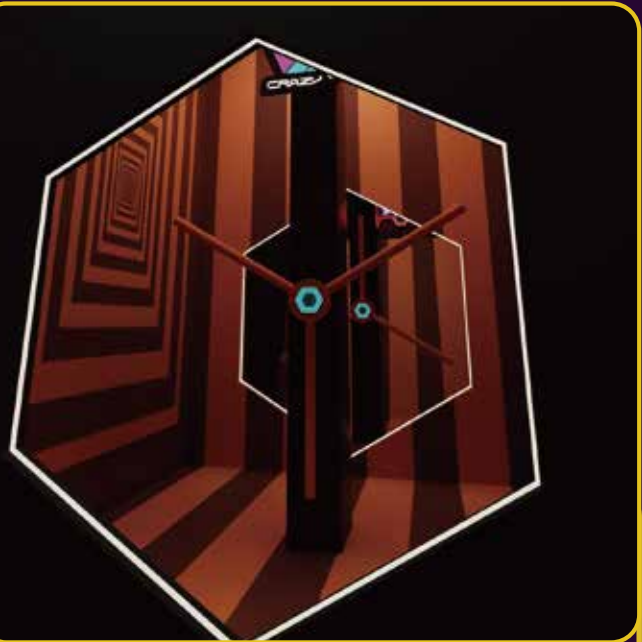


WHEELS OF FORTUNE

Choose the right answer to stay in the game—get it wrong, and the platform beneath you suddenly drops! A thrilling quiz challenge that tests your knowledge, judgment, and quick thinking.

**4-6**
Capacity

**20m²**
Recommended room area



BATTLE OF CHAMPIONS

This is a challenge that tests both individual physical prowess and intelligence. Within the stipulated time, the participant who successfully navigates through the rotating obstacles, reaches the final destination, and extinguishes the light will be crowned the champion.

**2-4**
Capacity

**15m²**
Recommended room area



CRAZY LABYRINTH

This challenge game involves rolling a red ball across a tilting surface to drop it into a designated hole. Players must work together to control the slope of the ground and guide the ball into the target hole.

**2-4**
Capacity

**10m²**
Recommended room area



RESTRICTED ZONE

Players must traverse the restricted zone and accomplish the mission objective. It is crucial to note that the ground within the restricted area must not be touched under any circumstances. Upon contact, a red alert will be triggered, resulting in the player's disqualification from the challenge.

**2-4**
Capacity

**10-15m²**
Recommended room area



CRAZY PUNCH

In this game, players must focus on a rotating target. The key lies in precision—while the target is spinning, players need to put as many balls into it as possible to achieve a better score.

**2-4**
Capacity

**10m²**
Recommended room area



FLOATING BRIDGE CHALLENGE

Floating islands in movies are just for atmosphere, but a floating bridge is a true test of courage. There's no straight path from point A to B – you can only move forward shakily by answering correctly! Treasure awaits on the other side. To claim it, you've got to keep your cool!

**3**
Capacity

**20-30m²**
Recommended room area



LASER SHOOTING

Aim at stationary or moving targets with a laser gun and score points by hitting them. The targets are equipped with sensors that trigger light, sound, or vibration feedback upon impact. Within a time limit, hit as many targets as possible—ranking is based on the number of hits and completion time.



2-4
Capacity



10-15m²
Recommended
room area



CRAZY ARENA

Enable multi-user interaction within a large-scale virtual metaverse. This provides a mixed-reality sports entertainment experience, where real people interact in a virtual 3D space.



2-8
Capacity



40-50m²
Recommended
room area



CUBE CROSSING

"The Wall" simulation: Players select a game mode via the screen and start the game by standing on the interactive floor-sensing area. Based on visual prompts, quickly react and perform corresponding poses to pass through the patterned walls on the game track.



2
Capacity



10m²
Recommended
room area



BALL SHOOTING

The authentic and intense atmosphere of the stadium is recreated through digital new media technology. The most representative penalty kicks and free kicks are selected as challenge modes. By capturing and simulating real ball speed and angles, participants can also attempt different challenges.



2
Capacity



20m²
Recommended
room area



NINJA DOJO

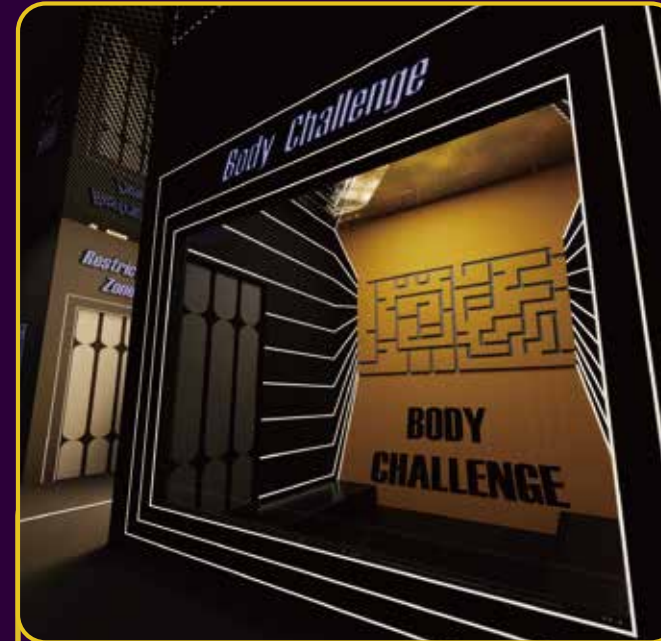
The Ninja Dojo mini version integrates digital equipment with non-powered devices. In this mode, the digital equipment introduces elements such as smart controls and real-time data feedback, while the non-powered devices challenge participants' physical strength and skill application.



2-4
Capacity



20m²
Recommended
room area



BODY CHALLENGE

This game is a dual test of physical strength and mental agility. Players must traverse a maze-like route by hanging from their arms, finding the fastest path to reach the endpoint. The challenge fails if they fall at any point during the attempt.



2-4
Capacity



10m²
Recommended
room area



CRAZY CLIMB

"Color Climb Challenge" - This innovative game combines rock-climbing mechanics with color recognition. Players traverse a suspended maze route by gripping overhead holds, activating touch-sensitive light zones along the path. Designed for solo or multiplayer modes, success requires completing courses without touching the ground, testing both physical endurance and cognitive agility.



2-8
Capacity



20-30m²
Recommended
room area



CRAZY LASER

In the laser maze challenge, two gameplay modes are offered:

1. Basic Mode: Dodge laser beams and reach the exit within the time limit.
2. Advanced Mode: Requires both evading lasers and precisely shooting targets on walls to defuse bombs.



2-4
Capacity



3m wide
Recommended
room area



MEMORY MAZE

Players enter a colorful light arena where observation, memory, and quick reactions are key.

Team Mode: Players work together across different zones to find and clear the target colors before time runs out.

PK Mode: Three color teams compete—the first team to touch and clear all buttons of its own color wins.



2-6
Capacity



25-30m²
Recommended
room area



LIGHTENING BATTLE

In the individual battle mode, players engage in a high-speed competition centered around indicator lights. When a light activates, participants must swiftly deactivate it—this race against opponents rewards the fastest responder with points. Only one ultimate victor emerges from this intense test of reaction speed, hand-eye coordination, and competitive focus, making it a signature professional challenge within solo combat events.



Public Space Gameplay

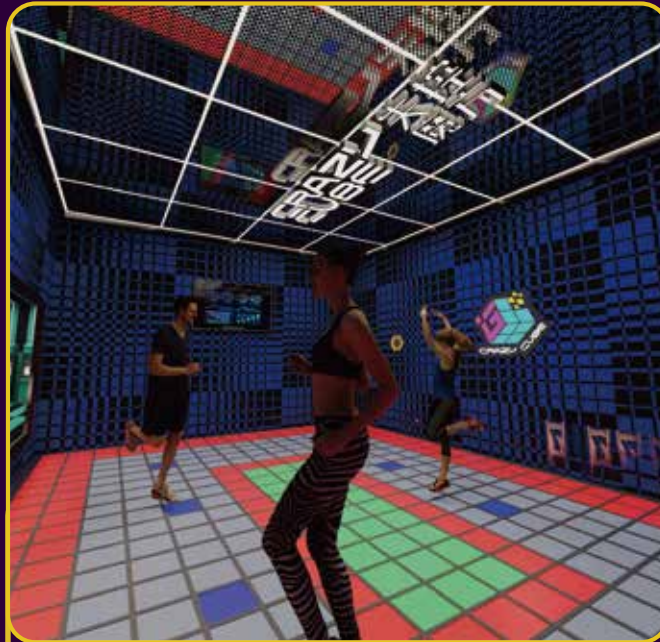


BIG AXES

The game features a treacherous passage with giant axes swinging rhythmically from one end to the other. Designed for solo or multiplayer challenges, participants must navigate from the starting point to the opposite end by precisely timing their movements to avoid the blades. Any misstep resulting in a fall leads to immediate failure, rigorously testing players' reflexes, anticipation skills, and physical coordination.



Public Space Gameplay



CRAZY GRID

In the game room, players must avoid red tiles, step on and eliminate blue tiles, while green tiles serve as safe zones, offering players an area free from threats. This game design tests players' reaction speed, strategic planning skills, and their understanding and execution of the game rules.



2-8
Capacity



40-50m²
Recommended
room area